REMARKS/ARGUMENTS

This Response is being submitted in response to the Office Action submitted on July 30, 2004. Claims 2-18 are pending in the present application.

The Examiner rejected claims 2-18 under the judicially created doctrine of double patenting over claims 1-17 of US patent number 6,317,141. In response, a terminal disclaimer in compliance with 37 CFR 1.321(c) is submitted herewith.

The Examiner rejected claims 2-18 under 35 USC §103(a) as being unpatentable over Ogawa (6,072,479) in view of Scott et al. (5,675,752) and Foster (6,211,870). Applicants respectfully disagree.

As stated in Applicant's Background of the Invention, since digital cameras capture images and sound in digital format, their use for creation of multimedia presentations is ideal. However, despite their capability to record still images, audio, and video, today's digital cameras require the user to be very technologically proficient in order to create multimedia presentations.

For example, in order to create a multimedia presentation, the user first captures desired images and video with the camera, and then downloads the images to a personal computer or notebook computer. There, the user may import the images and video directly into a presentation program, such as Microsoft PowerPoint™. The user may also edit the images and video using any one of a number of image editing software applications. After the PowerPoint presentation has been created, the user must connect the PC or notebook to a projector to display the presentation. Finally, the user typically controls the play back of the presentation using a remote control.

Due to the limitations of today's digital cameras in terms of capabilities and features, the user is forced to learn how to operate a computer, image editing software,

and a presentation program in order to effectively create and display the multimedia presentation. As the use of digital cameras becomes increasingly mainstream, however, the number of novice computer users will increase. Indeed, many users will not even own a computer at all. Therefore, many camera owners will be precluded from taking advantage of the multimedia capabilities provided by digital cameras.

The present invention provides a method for creating and presenting a multimedia presentation from a heterogeneous group of media objects stored and displayed on a hand-held image capture device. According to the present invention, each media object in the device may be edited before or after incorporation into a slideshow, where each media object is edited using different media types editors designed to edit the media types associated with that particular object. More specifically, the present invention provides a slide show editing screen and four other editing screens corresponding to different media types that operate similar to the slide show editing screen. Because the device is provided with screens for editing the different types of media objects directly on the device that all operate similarly, the present invention eases the use and operation of the editing functions, eliminates the need for user to download the media objects to a PC for editing, and facilitates the creation of multimedia presentations by non-computer savvy users.

Ogawa, in contrast, relates to a scenario editing system that helps create multimedia applications for CD-ROM and World Wide Web titles during the planning and design stage. The editing system runs on a computer system with multiwindow capability, stores media objects and files, and has a file manager that allows the user to display the list of those files. A user can drag a media icon or a thumbnail with a mouse

on the file manager screen and dropped within a window of the editor to open the media file (column 6, lines 40-49).

Ogawa's editing systems solves the problems of estimating the size of data during multimedia application development and estimating development manpower to lower the application development costs. The editing system further provides a revision management function, which is important for development management. These functions are provided through a drawing input model for drawing and inputting graphic media objects, a scene management model, and a surrogate media management model for storing the media objects for use as surrogate media objects that temporarily represent actual moving picture objects, voice objects, or image objects to be created later (column 2, line 43-column 3, line 14).

The Examiner cites Ogawa column 4, lines 29-60, and column 5, lines 50-60 for teaching specialized editing screens for each media type that operate in a similar fashion. These passages of Ogawa, however, merely summarize the claims and describe the first and second aspects of Ogawa's system. It is believed that Ogawa fails to teach or suggest "invoking one or more specialized edit screens for editing the media types associated with the selected media object" in response to a user pressing a key to edit a selected media object, as recited in the independent claims. Ogawa further fails to teach or suggest " wherein in each one of the specialized editing screens, a representation of the selected media object's content, and items to be applied to the selected media object are displayed," as recited in claims 3 and 8.

The Examiner admits this by stating that in Ogawa, "the specific details of the specialized screens for different types are limited." Examiner then cites Scott for teaching specialized display screens that operate in a similar and linked fashion.

Scott relates to an interactive applications generator for use in an interactive presentation environment. An interactive applications environment permits a user to select various media elements via a graphical user interface, as for example, in a cable television interactive system (column 1, lines 5-17). The interactive applications generator is executed on a computer system equipped to handle multimedia applications. The interactive application environment is implemented as a single server multi-client network computer system. The application programs generated by the interactive applications generator permit users to interact with multimedia presentations. The interactive applications generator allows users to create a customized interactive application environment for a particular application using a screen template editor, a media frame editor, a screen editor, and an interactive presentation editor (column 2, lines 25-50).

A combination of Ogawa and Scott would provide a scenario editing system as in Ogawa that creates multimedia applications for CD-ROM and World Wide Web titles during the planning and design stage, but that also allows a user to make the multimedia applications customizable via Scott's interactive applications generator.

Insofar as Scott fails to teach or suggest a "hand-held image capture device", "whereby each one of the specialized editing screens operates in a similar manner to ease use and operation of the hand-held image capture device and to facilitate creation of multimedia presentations on the hand-held image capture device," as recited in the claims of the present invention, Scott fails to correct deficiencies of Ogawa.

The Examiner admits that neither of Ogawa or Scott specifically show a handheld device. The Examiner then cites Foster for showing a handheld device for user manipulation of screens. It is respectfully submitted, however, that Foster discloses a

remote control unit which is programmable *from* a PC using an advanced object-oriented user interface, and it is this PC interface that shows the manipulation of screens. Because Foster fails to show that "specialized edit screens" can be "invoked" on a handheld device (i.e., Foster's remote control unit), Foster fails to cure the deficiencies of Ogawa and Scott.

Applicant would also like to point out that any reference cited by the Examiner relating to PC-based application editing software would likewise fail to teach or suggest the claims of the present invention because one with ordinary skill in the art, who was attempting to solve usability problems in a hand-held image capture device would not have any incentive or motivation to look for solutions to the problem in the art of PC-base editing software. Applicant is not basing this argument on architectural differences between PCs and microprocessor-controlled image capture device. Rather, the argument is based on the design limitations imposed by a portable image capture device that has a two-inch LCD screen, versus editing software as taught by Ogawa and Scott that are designed for use on a full-sized workstation monitor and with a mouse and keyboard.

It is submitted that the user interface of Ogawa/Scotts/Foster's programs would not fit on a two-inch screen of a digital image capture device. And if the information were shrunk to fit, it would be completely unintelligible and inoperable by the user. This is why conventional PC GUI's are not used on image capture devices, and why one of ordinary skill in the art would not look to art such as Ogawa/Scott/Foster for solutions on how to make an image capture device easier to navigate and operate in order to create multimedia presentations on the device.
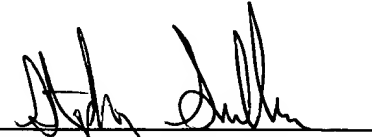
Ogawa/Scott/Foster fail to teach or suggest that the operation of the specialized editing screens operate in a similar manner on a handheld device. Consequently, Ogawa/Scott/Foster fail to solve the problem overcome by the present invention -- facilitating the creation of multimedia presentations on an image capture device, without using a PC.

In view of the foregoing, it is submitted that independent claims 2-18 are allowable over the cited references. The dependent claims are allowable because they are dependent upon the allowable independent claims. Accordingly, Applicant respectfully requests reconsideration and passage to issue of claims 2-18 as now presented.

Applicants' attorney believes this application in condition for allowance. Should any unresolved issues remain, Examiner is invited to call Applicant's attorney at the telephone number indicated below.

Respectfully submitted,
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Date

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